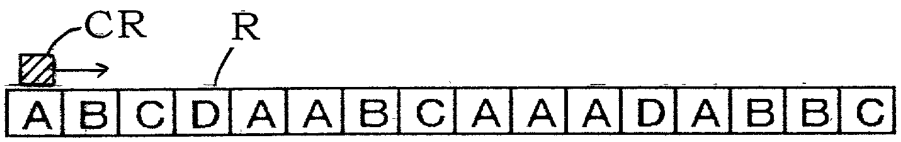
FIG. 1A


CR
R
A B C D A A B C A A A D A B B C

CONDITION OF A: ADD EP POINTS OF E AND F
CONDITION OF B: ADD EP POINTS OF G AND H
CONDITION OF C: ADD EP POINTS OF I AND J
CONDITION OF D: ADD EP POINTS OF K AND L

FIG. 1B

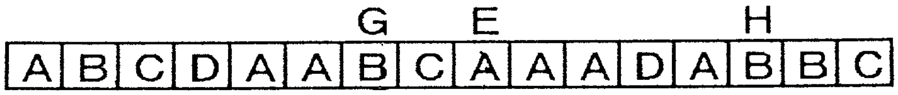

G
E
H
A B C D A A B C A A A D A B B C

FIG. 1C

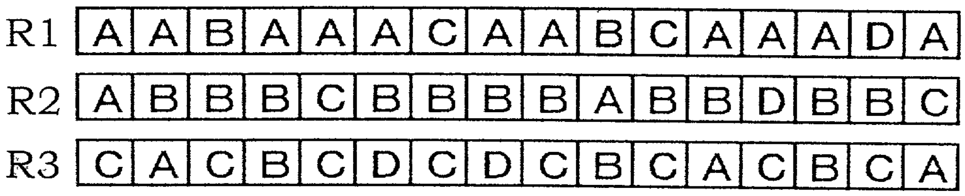

R1 A A B A A A C A A B C A A A D A
R2 A B B B C B B B B A B B D B B C
R3 C A C B C D C D C B C A C B C A

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FIG. 2

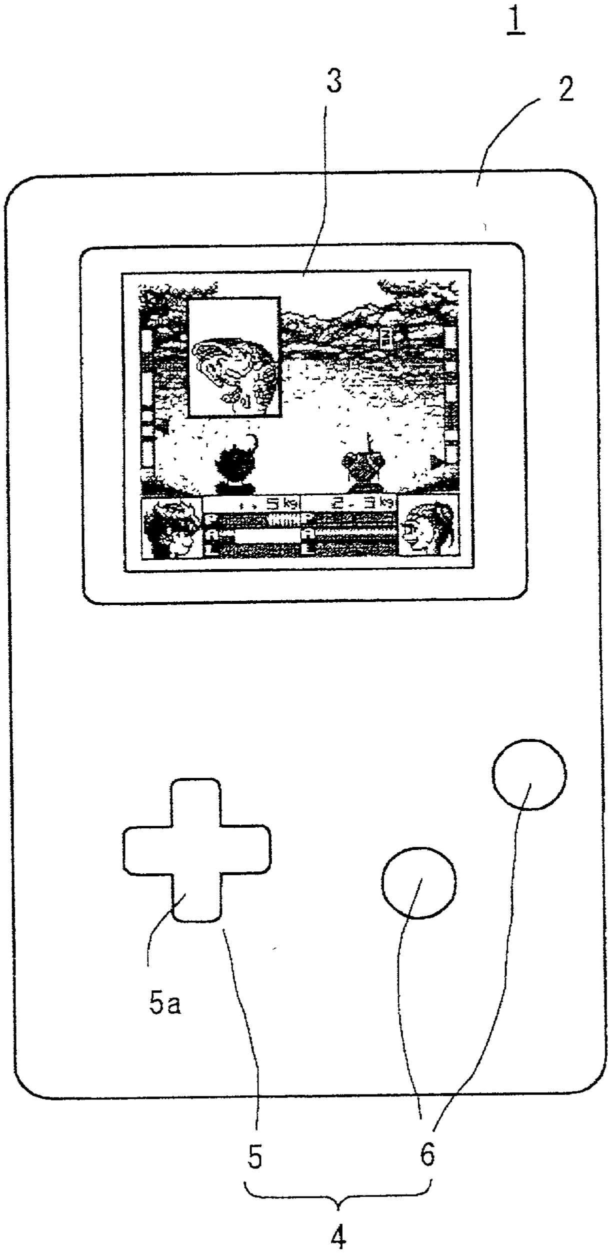
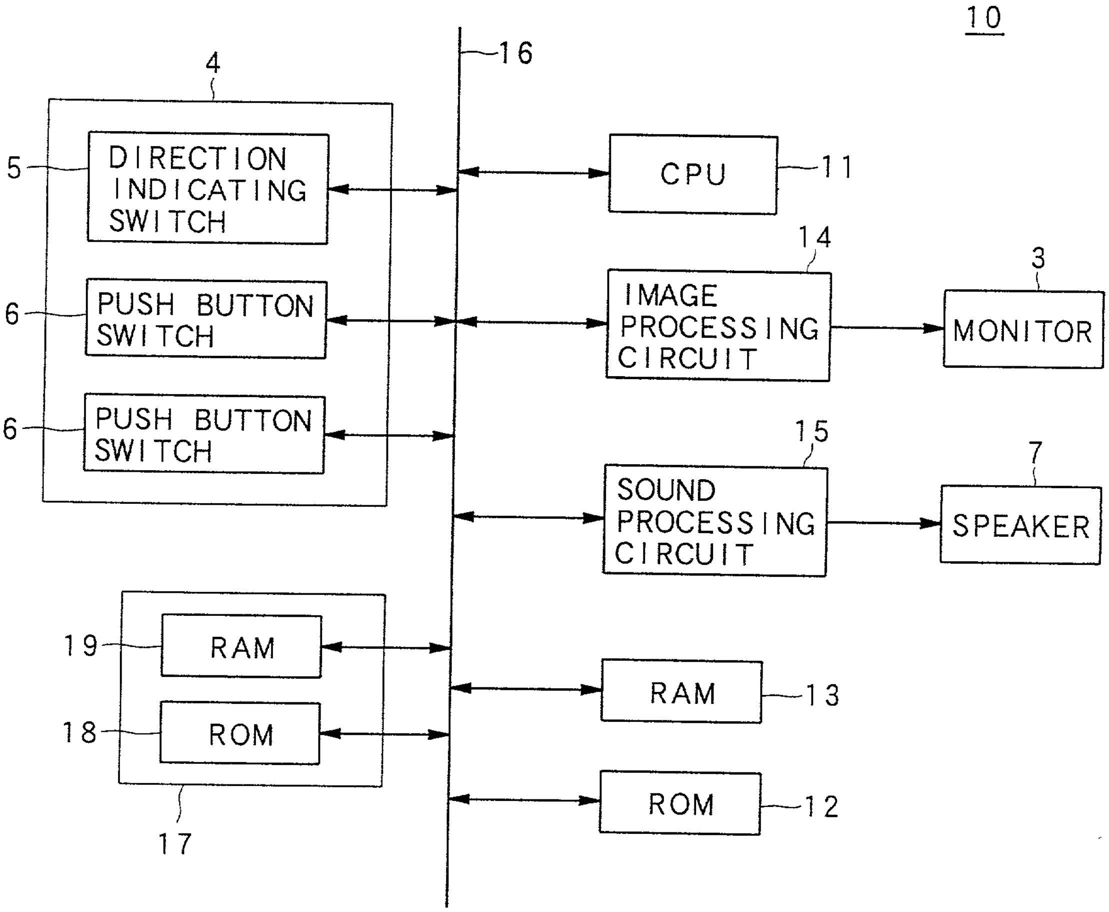


FIG. 3



10
16
4
5
DIRECTION INDICATING SWITCH
6
PUSH BUTTON SWITCH
6
PUSH BUTTON SWITCH
CPU
11
14
IMAGE PROCESSING CIRCUIT
3
MONITOR
15
SOUND PROCESSING CIRCUIT
7
SPEAKER
19
RAM
18
ROM
17
RAM
13
ROM
12

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FIG. 4A

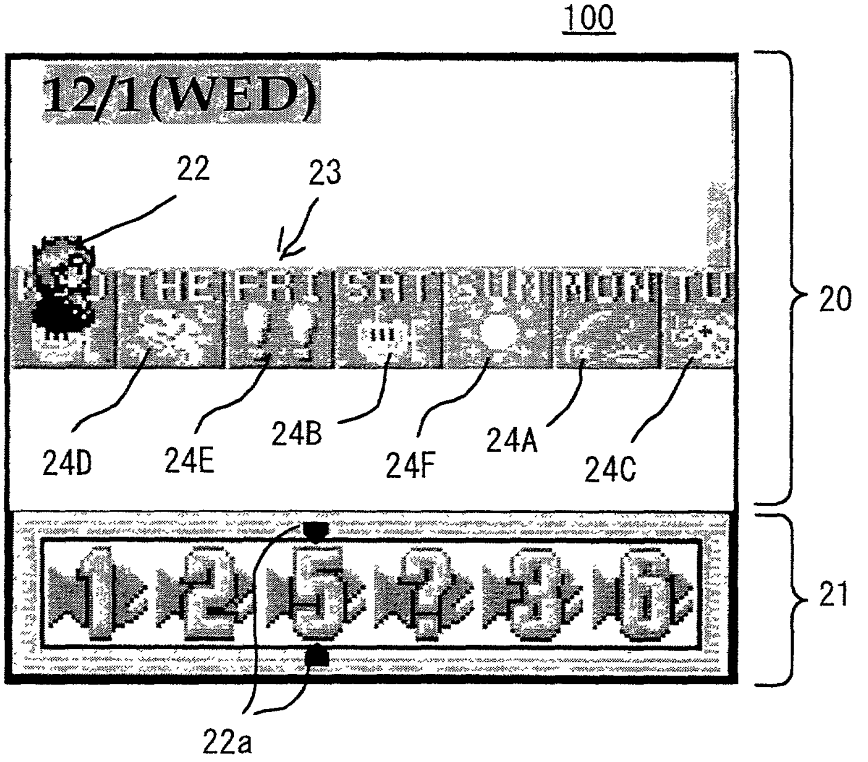
100
12/1(WED)
22
23
WED THE FRI SAT SUN MON TU
24D
24E
24B
24F
24A
24C
20
1 2 5 2 3 6
21
22a

FIG. 4B

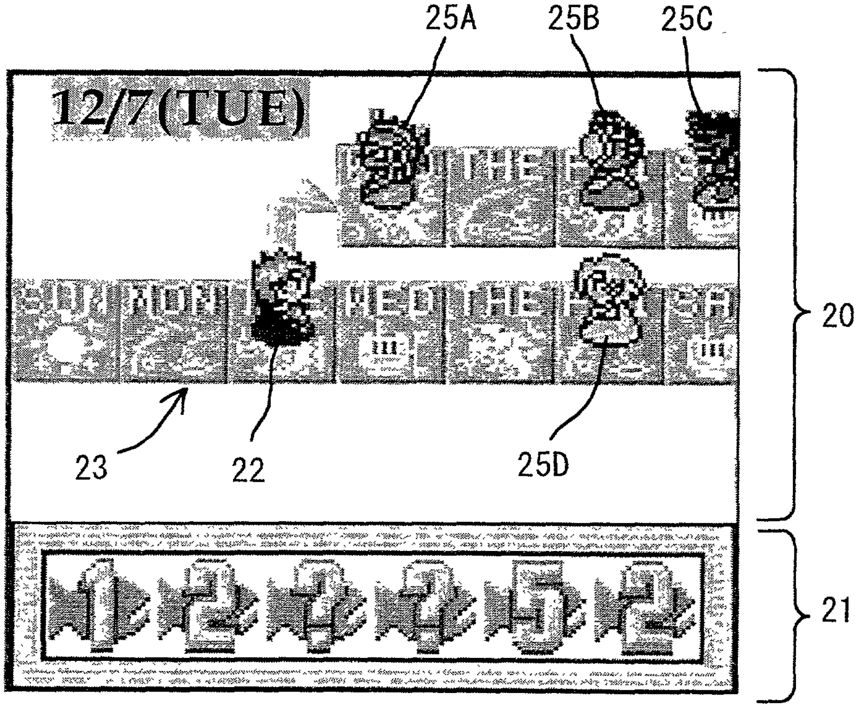
25A
25B
25C
12/7(TUE)
WED THE FRI SA
SUN MON TUE WED THE FRI SA
20
23
22
25D
1 2 2 2 5 2
21

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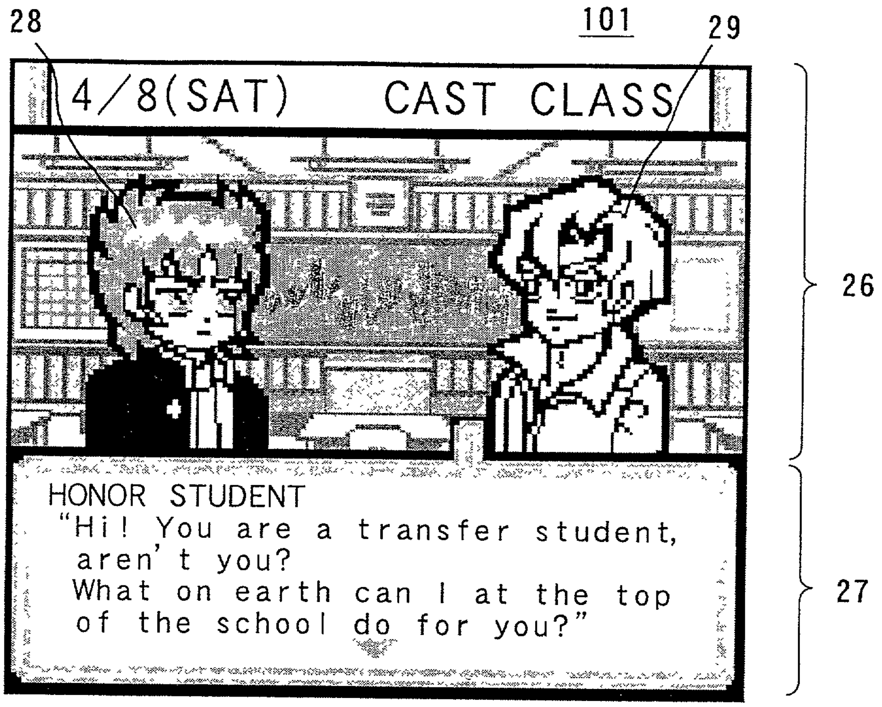
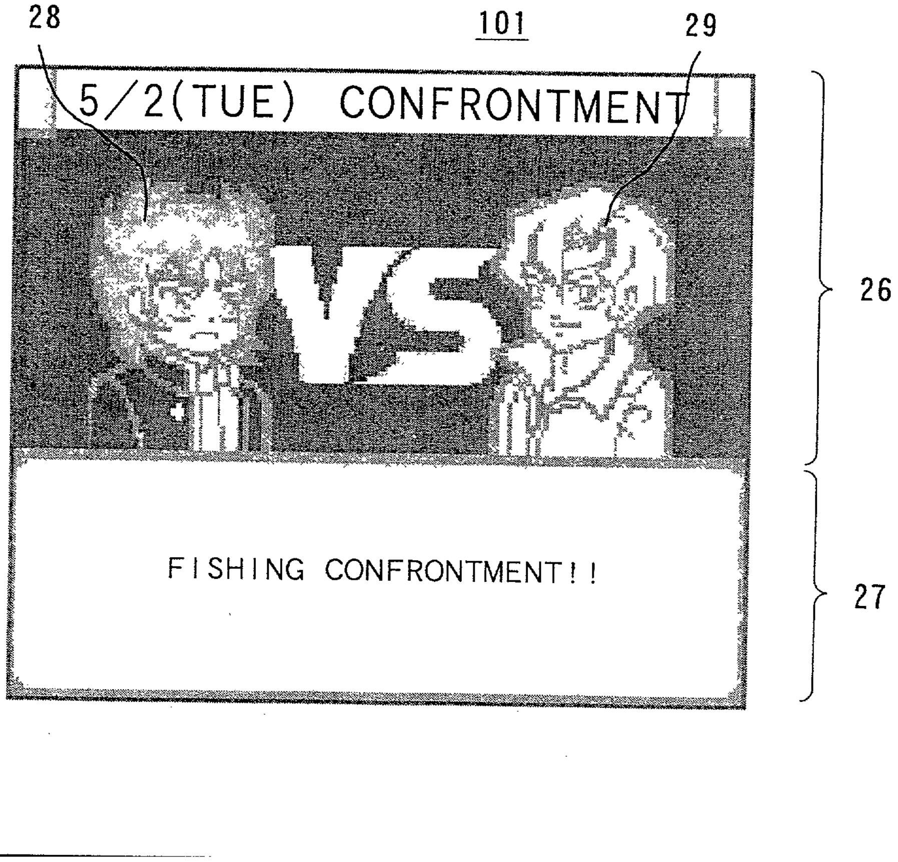
FIG. 5A


28
101
29
26
27

4/8(SAT) CAST CLASS

HONOR STUDENT
"Hi! You are a transfer student, aren't you?
What on earth can I at the top of the school do for you?"

FIG. 5B


28
101
29
VS
26
27

5/2(TUE) CONFRONTMENT

FISHING CONFRONTMENT!!

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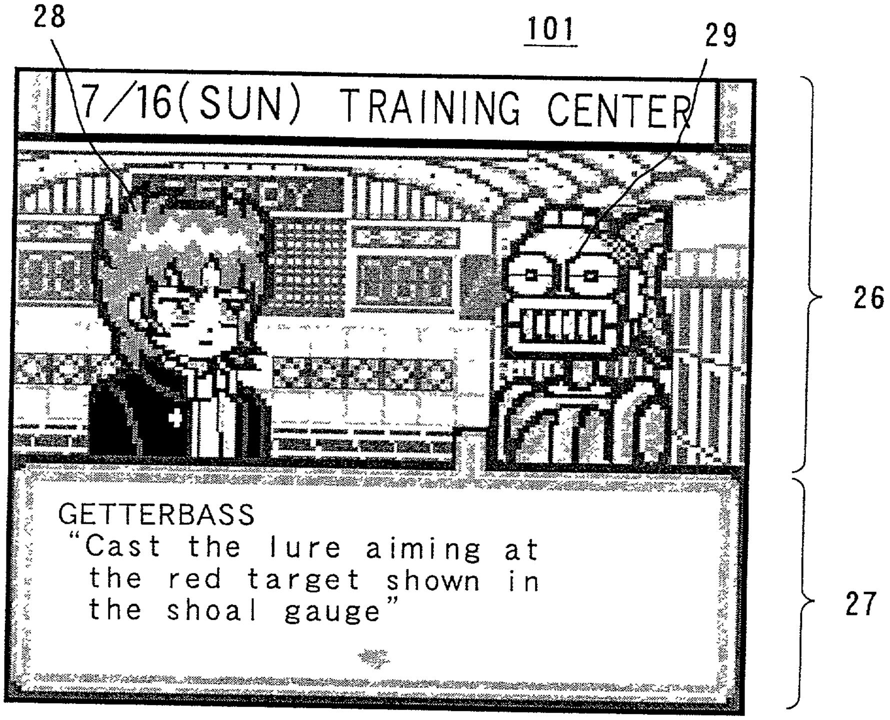
FIG. 6A


28
101
29
26
27

7/16(SUN) TRAINING CENTER

GETTERBASS
"Cast the lure aiming at the red target shown in the shoal gauge"

FIG. 6B

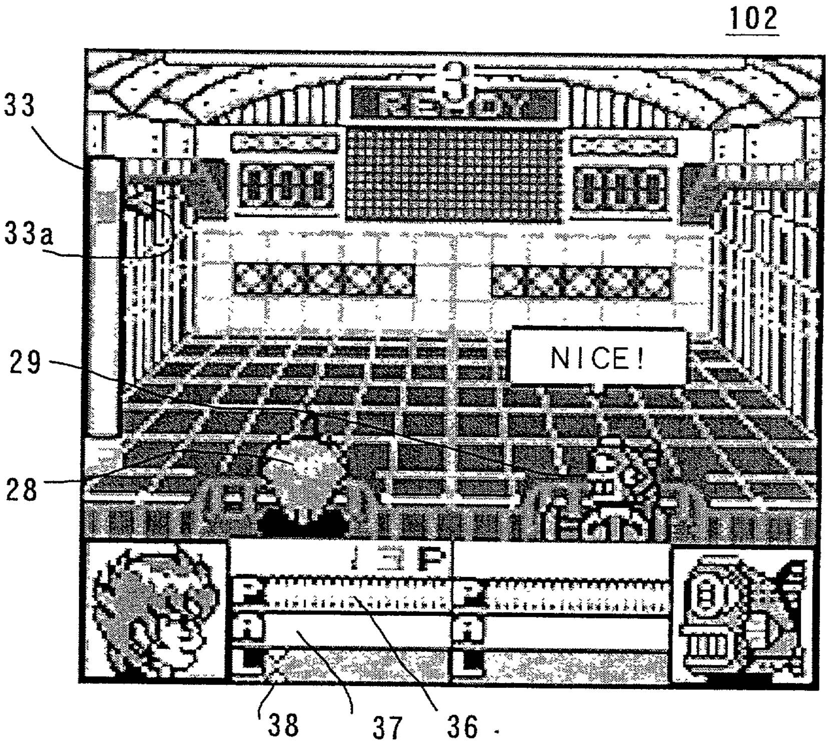

102
3
READY
33
33a
29
28
NICE!
1P
P
A
L
38
37
36

FIG. 7

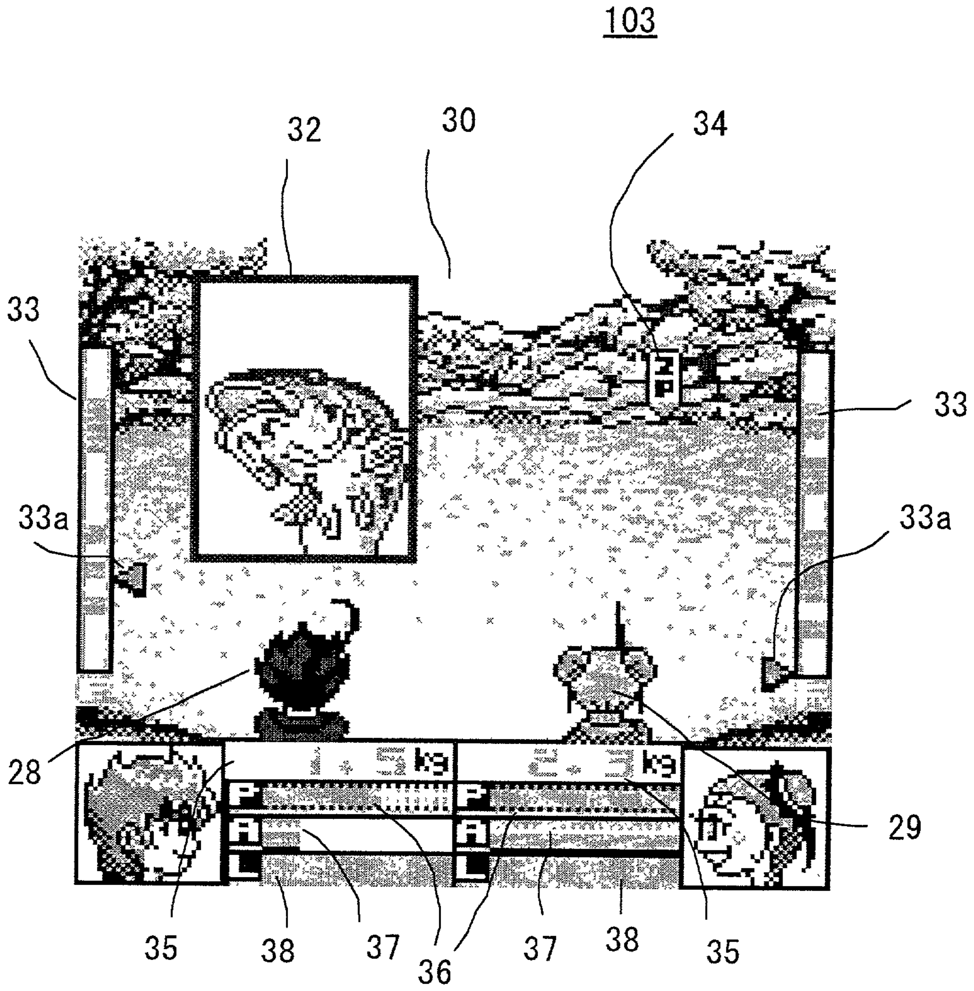

103
32
30
34
33
33
1P
33a
33a
28
29
1.5kg
2.3kg
P
A
L
P
A
L
35
38
37
36
37
38
35

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FIG. 8A

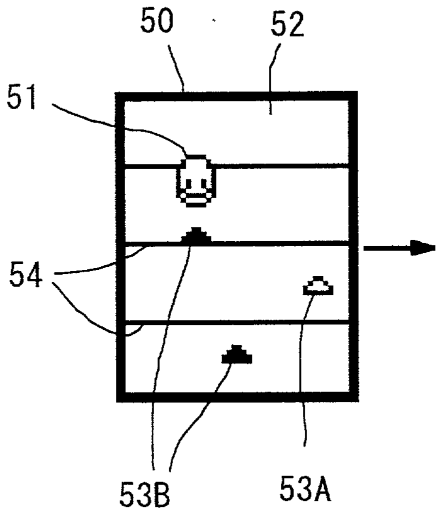
50
52
51
54
53B
53A

FIG. 8B

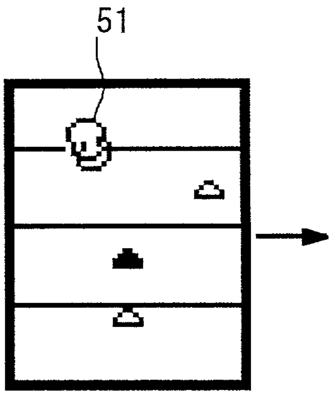

FIG. 8C

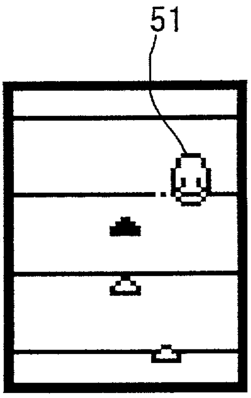

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FIG. 9

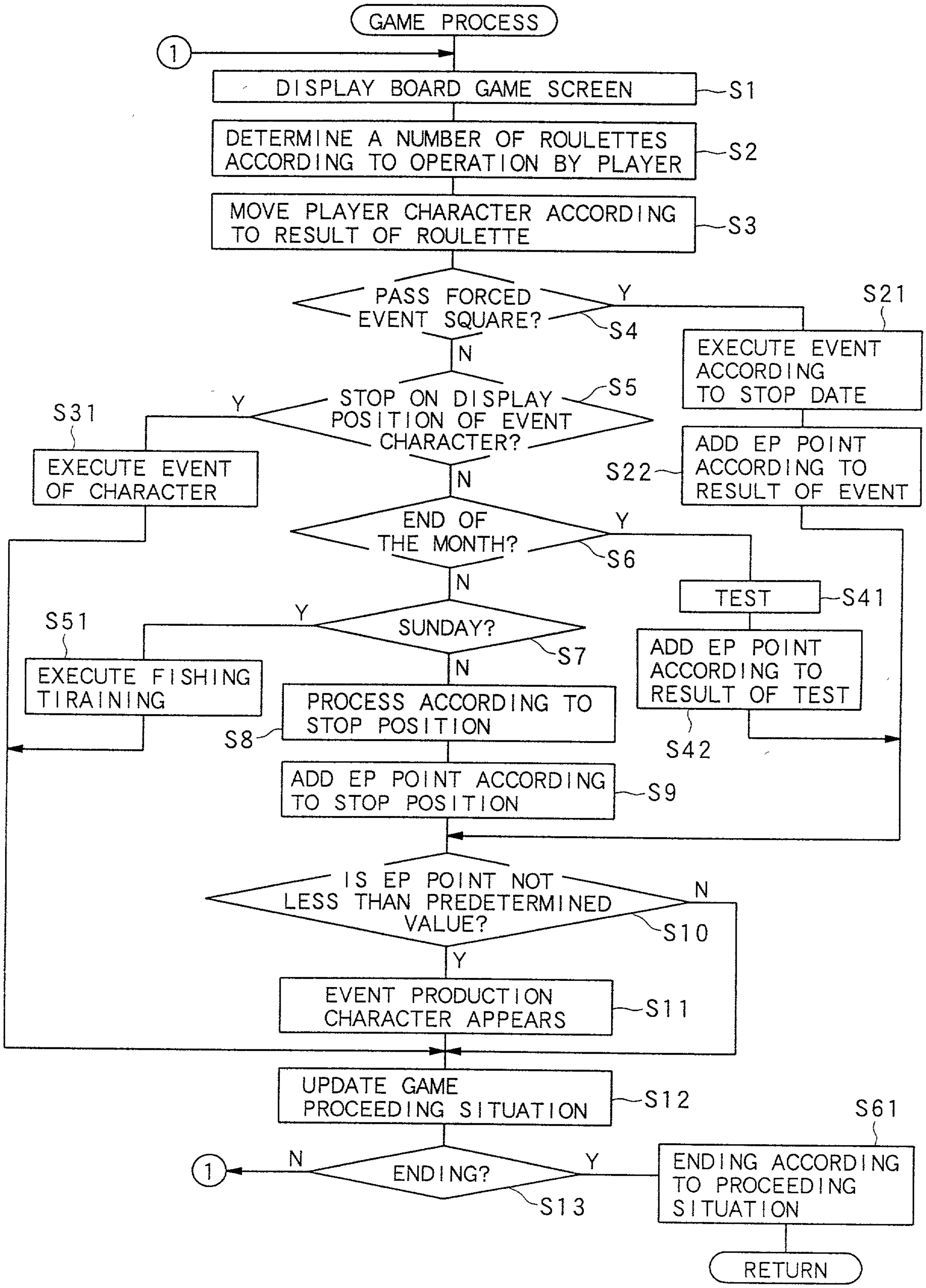
GAME PROCESS
①
DISPLAY BOARD GAME SCREEN
S1
DETERMINE A NUMBER OF ROULETTES ACCORDING TO OPERATION BY PLAYER
S2
MOVE PLAYER CHARACTER ACCORDING TO RESULT OF ROULETTE
S3
PASS FORCED EVENT SQUARE?
S4
Y
N
S21
EXECUTE EVENT ACCORDING TO STOP DATE
S22
ADD EP POINT ACCORDING TO RESULT OF EVENT
STOP ON DISPLAY POSITION OF EVENT CHARACTER?
S5
Y
N
S31
EXECUTE EVENT OF CHARACTER
END OF THE MONTH?
S6
Y
N
TEST
S41
ADD EP POINT ACCORDING TO RESULT OF TEST
S42
SUNDAY?
S7
Y
N
S51
EXECUTE FISHING TIRAINING
PROCESS ACCORDING TO STOP POSITION
S8
ADD EP POINT ACCORDING TO STOP POSITION
S9
IS EP POINT NOT LESS THAN PREDETERMINED VALUE?
S10
N
Y
EVENT PRODUCTION CHARACTER APPEARS
S11
UPDATE GAME PROCEEDING SITUATION
S12
ENDING?
S13
N
①
Y
S61
ENDING ACCORDING TO PROCEEDING SITUATION
RETURN

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FIG. 10A

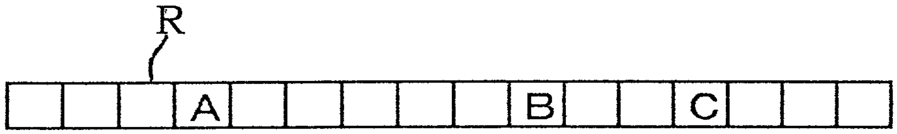
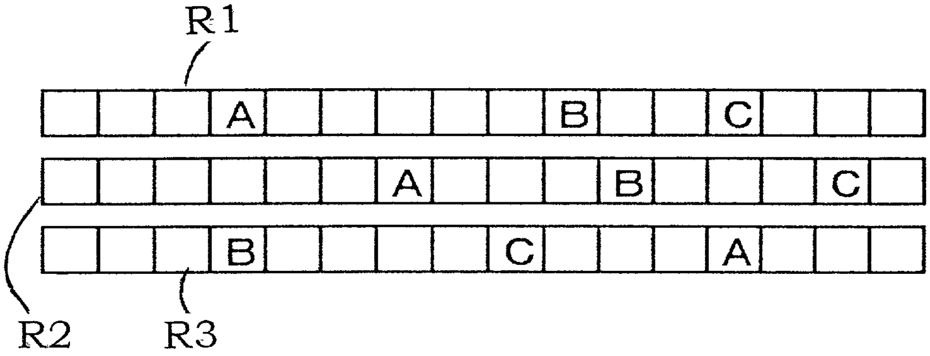


FIG. 10B


R1
A
B
C
A
B
C
B
C
A
R2
R3